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#include "iostream.h"

main()
{
    int x,y,w,c=0;
    char P1,P2,T[3][3];

    cout<<"\t\t********** Welcome you to XO game ***********\n\n";
    cout<<"let player 1 choose X or O\n";
    for(;;)
    {
        cin>>P1;
        if(P1=='x') { P2='o'; cout<<"player 2 is "<<P2<<endl; break; }
        if(P1=='o') { P2='x'; cout<<"player 2 is "<<P2<<endl; break; }
        cout<<"wrong choice\n";
    }
    cout<<"\t**** let's begin ****\n";
    for(x=0;x<=2;++x)
    {
        for(y=0;y<=2;++y)
        {
            cout<<"("<<x+1<<" "<<y+1<<")\t";
            T[x][y]='-';
        }
        cout<<"\n\n\n";
    }
    cout<<"\n\n";
    for(;;)
    {
        cout<<"PLAYER 1 play your position: ";
        for(;;)
        {
            cin>>x>>y;
            if((x<=3)&&(y<=3)&&(T[x-1][y-1]!=P2)&&(T[x-1][y-1]!=P1)) break;
            else cout<<"Error...wrong position\n";
        }
        T[x-1][y-1]=P1;
        if(c>=3)
            for(;;)
            {
                cout<<"\nyou have to move one of the locations: ";
                cin>>x>>y;
                if(T[x-1][y-1]==P2) cout<<"Error...wrong position\n";
                else { T[x-1][y-1]='-'; break; }
            }
        for(x=0;x<=2;++x)
        {
            for(y=0;y<=2;++y)
                cout<<T[x][y]<<"\t";
            cout<<"\n\n\n";
        }
        for(x=0;x<=2;++x)
        {
            if(T[x][0]==P1&&T[x][1]==P1&&T[x][2]==P1)
            { w=1; cout<<"\t********* player 1 won *********\n\n\n"; break; }
            if(T[0][x]==P1&&T[1][x]==P1&&T[2][x]==P1)
            { w=1; cout<<"\t********* player 1 won *********\n\n\n"; break; }
            if(T[0][0]==P1&&T[1][1]==P1&&T[2][2]==P1)
            { w=1; cout<<"\t********* player 1 won *********\n\n\n"; break; }
            if(T[0][2]==P1&&T[1][1]==P1&&T[2][0]==P1)
            { w=1; cout<<"\t********* player 1 won *********\n\n\n"; break; }
        }
        if(w==1) { cout<<"Thank you I hope you have fune\n\n\n"; break; }
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        cout<<"PLAYER 2 play your position: ";
        for(;;)
        {
            cin>>x>>y;
            if((x<=3)&&(y<=3)&&(T[x-1][y-1]!=P1)&&(T[x-1][y-1]!=P2)) break;
            else cout<<"Error...wrong position\n";
        }
        T[x-1][y-1]=P2;
        if(c>=3)
            for(;;)
            {
                cout<<"\nyou have to move one of the locations: ";
                cin>>x>>y;
                if(T[x-1][y-1]==P1) cout<<"Error...wrong position\n";
                else { T[x-1][y-1]='-'; break; }
            }
        for(x=0;x<=2;++x)
        {
            for(y=0;y<=2;++y)
                cout<<T[x][y]<<"\t";
            cout<<"\n\n\n";
        }
        for(x=0;x<=2;++x)
        {
            if(T[x][0]==P2&&T[x][1]==P2&&T[x][2]==P2)
            { w=1; cout<<"\t********* player 2 won ********\n\n\n"; break; }
            if(T[0][x]==P2&&T[1][x]==P2&&T[2][x]==P2)
            { w=1; cout<<"\t********* player 2 won ********\n\n\n"; break; }
            if(T[0][0]==P2&&T[1][1]==P2&&T[2][2]==P2)
            { w=1; cout<<"\t********* player 2 won ********\n\n\n"; break; }
            if(T[0][2]==P2&&T[1][1]==P2&&T[2][0]==P2)
            { w=1; cout<<"\t********* player 2 won ********\n\n\n"; break; }
        }
        if(w==1) { cout<<"Thank you I hope you have fune\n\n\n"; break; }
        c++;
    }
    return 0;
}
```